

Marco J. Sihombing

Digital Design student at RMIT University, currently pursuing a Bachelor's degree in Digital Media. With experience across multiple forms of media, I have developed strong adaptability skills for new technologies. I specialize in 3D design and UX, focusing on creating mockups and wireframes for 3D models, assets, and both physical and digital products.

EDUCATION

Royal Melbourne Institute of Technology (RMIT)

2024 - present

Melbourne (city campus), Australia

Bachelor of Design, Digital Media major

UX + 3D Design/Modeling Specialization

Trinity College Foundation Studies - University of Melbourne

2023 - 2024

Melbourne, Australia

July Fast Track program

SMAK BPK PENABUR Gading Serpong

2020 - 2023

Tangerang, Indonesia

High school education - Science

EXPERIENCE

Marketing Communications & Design Intern

Jan 2025 - Mar 2025

PT Supermal Karawaci

In-house 3D and Graphics Designer within the Marketing Communications department, I created 3D character mascots for multiple events, designed 3D assets for posters and billboards, developed 3D concepts and mockups for physical signage, and assisted with event coordination and content creation as a crew member and talent.

Studio 2: Collaboration, on Luna Park Melbourne

2024

Royal Melbourne Institute of Technology & Luna Park

Designed and prototyped UI/UX, 3D assets, and model animations for an interactive mobile (AR) Augmented Reality game app developed for a theme park experience.

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📁 **Marco's Portfolio / Assets**

SOFT SKILLS

Adaptability with new tech

Wireframing/Prototyping

Communication

HARD SKILLS

3D Design (Digital Assets + Character
+ Signage Mockup) - **Blender**

Sound Design and Musical
Composition (Narrative + Foley) -
Reaper

Video Editing - **Adobe Premiere Pro
& InShot**

LANGUAGES

English (Professional Proficiency)

Indonesian (Native)